

**Amendments to the Claims:**

1 -23. (Canceled)

24. (Currently Amended) A method of messaging between a wireless mobile terminal operating on a wireless carrier network and a networked computer on a landline network, comprising:

starting a client on a device selected from the group consisting of the wireless mobile terminal and the networked computer;

the client sending a login message to a server located outside of the wireless carrier network, the server and communicating with the client by way of a packet network;

the server establishing a communication session with the client in response to receiving the login message;

at the device, selecting one or more recipients for a message, the recipients including the other device from the group consisting of the wireless mobile terminal and the networked computer;

sending the message to the server by way of the packet network using a push-to-talk function provided by the client; and

the server selectively forwarding the message to the recipients that are available or and storing the message for later delivery to unavailable recipients, based on the respective availability of each of the recipients.

25. (Original) The method of claim 24, wherein the message is selected from the group consisting of a voice message, a text message, and a combination of the foregoing.

26. (Original) The method of claim 24, further comprising:

the server forwarding the message to an email server.

27. (Original) The method of claim 24, further comprising:

the server forwarding the message to an external instant messaging (IM) service.

28. (Original) The method of claim 24, wherein the message includes streaming voice.

29 - 38. (Canceled)

39. (Currently Amended) A computer program product stored on a computer-readable medium for permitting messaging between a wireless mobile terminal operating on a wireless carrier network and a networked computer on a landline packet network, comprising:

program code means for establishing a communication session with a server for communicating with the wireless mobile terminal and networked computer by way of a packet network, the communication session involving the transfer of voice and text messages between the wireless mobile terminal and the networked computer;

program code means for presenting a user interface for composing a text message; program code means for recording a voice message;

program code means for presenting a user interface for selecting one or more message recipients to receive messages during the communication session, the message recipients including a ~~recipient selected from the group consisting of~~ the wireless mobile terminal and the networked computer;

program code means for allowing a user to record and send a voice message to the message recipients via the server using a push-to-talk mode; and

program code means for allowing the user to send the text message the message recipients via the server using instant messaging; and

program code means for displaying at the wireless mobile terminal and the networked computer the text message and an indicia of the voice message in a single displayed conversation thread.

program code means for sending the voice message to the server for delivery to the message recipients; and

~~program code means for sending the text message to the server for delivery to the message recipients.~~

40. (Original) The computer program product of claim 39, further comprising:  
program code means for sending the voice message as streaming voice.
41. (Canceled)
42. (Original) The computer program product of claim 39, further comprising:  
program code means for playing voice messages received from the server.
43. (Original) The computer program product of claim 39, further comprising:  
program code means for displaying text messages received from the server.
44. (Original) The computer program product of claim 39, further comprising:  
program code means for accessing a list of message recipients stored at the server.
45. (Currently Amended) A wireless mobile terminal for operating on a wireless carrier network, comprising:
  - a memory for storing program code;
  - a processor, operatively coupled to the memory, for executing the program code;
  - program code stored in the memory for establishing a communication session with a server capable of forwarding messages to a networked computer located on a wired network by way of a packet network;
  - program code stored in the memory for recording a voice message;
  - program code stored in the memory for accessing a list of message recipients stored at the server;
  - program code stored in the memory for presenting a user interface for selecting one or more message recipients from the list stored at the server, the message recipients including the networked computer; and

program code stored in the memory for sending the voice message as streaming voice to the server for delivery to the message recipients.

46. (Original) The wireless mobile terminal of claim 45, further comprising:
  - program code stored in the memory for presenting a user interface for composing a text message; and
  - program code stored in the memory for sending the text message to the server for delivery to the message recipients.
47. (Original) The wireless mobile terminal of claim 45, further comprising:
  - program code stored in the memory for allowing a user to send the voice message using a push-to-talk mode.
48. (Original) The wireless mobile terminal of claim 45, further comprising:
  - a speaker; and
  - program code stored in the memory for playing voice messages received from the server on the speaker.
49. (Original) The wireless mobile terminal of claim 45, further comprising:
  - a display; and
  - program code stored in the memory for displaying text messages received from the server on the display.
50. (Original) The wireless mobile terminal of claim 45, further comprising:
  - program code stored in the memory for accessing a list of message recipients stored at the server.
51. (Currently Amended) A networked device for operating on a wired packet network, comprising:
  - a network interface;

a memory for storing program code;  
a processor, operatively coupled to the memory and the network interface, for executing the program code;  
program code stored in the memory for establishing a communication session with a server through the network interface, the server being capable of forwarding messages to a wireless mobile terminal operating on a wireless carrier network;  
program code stored in the memory for recording a voice message;  
program code stored in the memory for accessing a list of message recipients stored at the server;  
program code stored in the memory for presenting a user interface for selecting one or more message recipients from the list stored at the server, the message recipients including the wireless mobile terminal; and  
program code stored in the memory for sending the voice message as streaming voice to the server for delivery to the message recipients.

52. (Original) The networked device of claim 51, further comprising:  
program code stored in the memory for presenting a user interface for composing a text message; and  
program code stored in the memory for sending the text message to the server for delivery to the message recipients.
53. (Original) The networked device of claim 51, further comprising:  
program code stored in the memory for allowing a user to send the voice message using a push-to-talk mode.
54. (Original) The networked device of claim 51, further comprising:  
a speaker; and  
program code stored in the memory for playing voice messages received from the server on the speaker.

55. (Original) The networked device of claim 51, further comprising:
  - a display; and
  - program code stored in the memory for displaying text messages received from the server on the display.
56. (Canceled)
57. (New) A system for inter-carrier push-to-talk (PTT) messaging between wireless mobile terminals operating on a plurality of wireless carrier networks and one or more networked computers operatively connected to a landline network, comprising:
  - a first wireless mobile terminal, operating on a first wireless carrier network, capable of communicating using a PTT mode;
  - a second wireless mobile terminal, operating on a second wireless carrier network, capable of communicating using a PTT mode;
  - a networked computer, operatively connected to the landline network, capable of communicating using a PTT mode;
  - a message server, residing outside of the first and second wireless carrier networks, for receiving PPT messages from and forwarding PTT messages to the first wireless mobile terminal, the second wireless mobile terminal and the networked computer; and
  - a packet-based communication network operatively connecting the first wireless carrier network, the second wireless carrier network, the networked computer and the message server, for passing PTT messages between the message server and the first wireless carrier network, the second wireless carrier network and the networked computer.
58. (New) The system of claim 57, wherein the first wireless mobile terminal uses a first predetermined transfer protocol to communicate PTT messages with the messaging server and the second wireless mobile terminal uses a second predetermined transfer protocol to communicate PTT messages with the messaging server, and the messaging

server includes a gateway between the first and second predetermined transfer protocols for transferring PPT messages between the first and second wireless mobile terminals.

59. (New) The system of claim 57, wherein the message server includes:

means for storing a user ID and user password useable for logging into an external instant messaging (IM) system, the user ID and user password allowing access to an external IM service account of a PTT message sender sending a PPT message from the first wireless mobile terminal, the second wireless mobile terminal or the networked computer;

means for determining whether an intended recipient of the PTT message is an IM client located within the external IM system;

means for logging into the external IM system as a proxy on behalf of the PTT message sender using the message sender's stored user ID and user password;

means for forwarding the PTT message to the IM client using the message sender's external IM service account.

60. (New) The system of claim 59, wherein the message server further includes:

means for transcoding a PTT voice message into a digitized voice message formatted for playback using a predetermined web browser multimedia plugin;

means for storing the digitized voice message in a voice message database;

means for assigning a universal resource locator (URL) to the stored digitized voice message;

means for imbedding the URL in a text message; and

means for sending the text message imbedding the URL to the IM client.

61. (New) The system of claim 57, wherein the message server includes:

means for storing a user ID and user password useable for logging into an external email system, the user ID and user password allowing access to an external email service account of a PTT message sender sending a PPT message from the first wireless mobile terminal, the second wireless mobile terminal or the networked computer;

means for determining whether an intended recipient of the PTT message is an email client located within the external email system;

means for logging into the external IM system as a proxy on behalf of the PTT message sender using the message sender's stored user ID and user password;

means for forwarding the PTT message to the email client using the message sender's external email service account.

62. (New) The system of claim 61, wherein the message server further includes:

means for transcoding a PTT voice message into a digitized voice message formatted for playback using a predetermined web browser multimedia plugin;

means for storing the digitized voice message in a voice message database;

means for assigning a universal resource locator (URL) to the stored digitized voice message;

means for imbedding the URL in an email text message; and

means for sending the email text message imbedding the URL to the email client.

63. (New) The system of claim 57, further comprising:

means for implementing a keep-alive strategy to maintain an active communication session between the message server and either the first wireless mobile terminal or the second wireless mobile terminal.

64. (New) The system of claim 61, wherein the first wireless mobile terminal includes means for periodically sending a keep-alive message from the first mobile terminal to the message server.